

CLAIMS:

1. An electronic device, comprising a processing unit capable of:
 - determining a first part of a new animation of an object (s1...s12) on the basis of at least one position of the object (s1...s12) in a first animation and a first part of a second animation of the object; and
 - 5 - determining a second part of the new animation on the basis of a second part of the second animation.
2. An electronic device as claimed in claim 1, wherein the electronic device is a robot and the object comprises one or more servos of the robot.
- 10 3. An electronic device as claimed in claim 1, wherein the duration of the first part of the new animation does not depend on the start time of the second animation.
4. An electronic device as claimed in claim 1, wherein the processing unit
- 15 executes the first part of the new animation as soon as certain user input is received, the certain user input triggering the second animation.
5. An electronic device as claimed in claim 1, wherein a contribution of the first part of the second animation to the first part of the new animation increases exponentially
- 20 during a transition period.
6. A computer program product enabling upon its execution a programmable device to function as the electronic device of claim 1.
- 25 7. A method of enabling to animate an object (s1...s12), comprising the steps of:
 - enabling to animate the object (s1...s12) during a first period on the basis of at least one position of the object in a first animation of the object (s1...s12) and a first part of a second animation of the object (s1...s12); and

- enabling to animate the object (s1...s12) during a second period on the basis of a second part of the second animation of the object (s1...s12).

8. An electronic device, comprising a processing unit capable of:

- 5 - animating an object (s1...s12) during a first period on the basis of least one position of the object (s1...s12) in a first animation of the object (s1...s12) and a first part of a second animation of the object (s1...s12); and
- animating the object (s1...s12) during a second period on the basis of a second part of the second animation of the object (s1...s12).

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9. A method of animating of an object (s1...s12), comprising the steps of:

- animating the object (s1...s12) during a first period on the basis of least one position of the object (s1...s12) in a first animation of the object (s1...s12) and a first part of a second animation of the object (s1...s12); and
- 15 - animating the object (s1...s12) during a second period on the basis of a second part of the second animation of the object (s1...s12).